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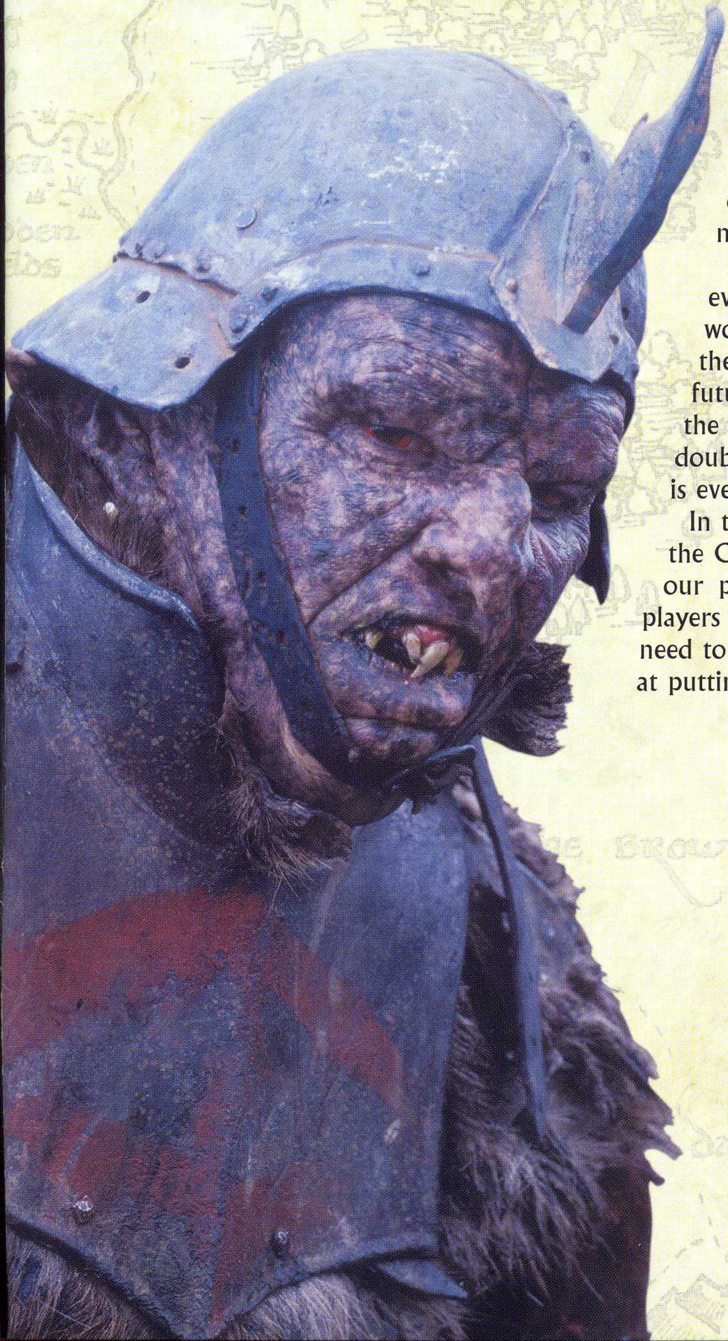
The Lands of Mordor™

Mordor is a place of evil, spoken of in hushed tones throughout Middle–earth, and home to the Dark Lord Sauron. For years no word has come from that accursed land, but now fire rises from Mount Doom, and the hordes of Sauron prepare for war.



Mordor is a desolate and inhospitable land – mountainous and volcanic – where foul Orcs multiply and flock to the banner of evil. It is said that the air itself is poisoned by the smoke and fumes that belch forth from Mount Doom. It is in this harsh country, surrounded and separated from the rest of Middle-earth by a wall of mountains, that Sauron the Deceiver chose to make his home. Here he built the great tower of Barad-dûr out of black stone and began to amass an army the likes of which had not been seen since the Second Age.

The Orcs of Mordor are loathsome creatures, and their numbers are ever increasing. Soon, Sauron will summon all the evil armies of the world to Mordor and launch an assault upon Middle-earth itself. Only the intervention of two lowly Hobbits can change the shape of the future, but first they must find a way around the Black Gates that protect the pass into Mordor and infiltrate a land infested with evil – a task made doubly hard because the Eye of Sauron, atop the black tower of Barad-dûr, is ever watchful for intruders across the borders of Mordor.

In this Pack's Playing the Game, we take a detailed look at the profiles of the Orcs and Trolls that dwell in Mordor. In the Battle Game, we conclude our points match Battle Report, giving you the chance to see how the players think they fared. Painting Workshop covers the techniques you will need to paint your Mordor Orc miniatures, while Modelling Workshop looks at putting together and using a bits box as an invaluable resource.

> *'There is evil there that does not sleep!'*
>
> BOROMIR™

◄► WARRIORS OF THE RED EYE

Orcs of Mordor are cruel and ruthless foes.

Forces of Mordor™

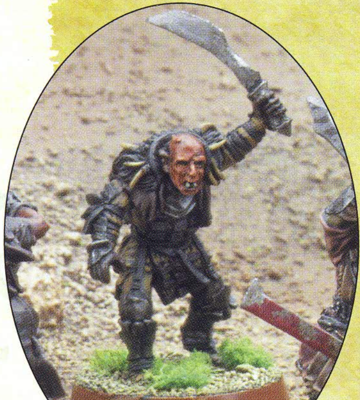
The lands of Mordor are home to the foulest and most dangerous creatures in all of Middle–earth. Here we present the rules and points values for some of the inhuman creatures found in the service of the Dark Lord Sauron.

Sauron has at his disposal a vast throng of warriors, ready to do his bidding and destroy the lands of the Free Peoples. The Orcs are the backbone of Sauron's army. These twisted, wicked creatures form the mainstay of the forces of Evil. Marching to war with the Uruk-hai at their sides – Orc-kin who are more disciplined and more vicious than their craven brethren – the Orcs prove instrumental in the invasion of Gondor, crushing Osgiliath and marching on Minas Tirith. In this Pack, we look at the forces of Mordor in detail, providing you with full rules and points values for these vile creatures for use in your Battle Games.

◄ SAURON'S HORDE

The army of Mordor prepares to assault the Men of Gondor.

Grishnákh, Orc Captain (Points value: 45)



Grishnákh leads the Mordor Orcs that catch up with the Uruk-hai carrying Merry and Pippin. He tries to kill the Hobbits, but is thwarted by Uglúk and then Treebeard.

F	S	D	A	W	C	Move	M	W	F
4/–	4	5	2	2	3	14cm/6"	3	1	1

Wargear:
Sword (hand weapon) and armour.

Options:
Shield 5 points

Orc Captain (Points value: 40)

Orc Captains are the leaders amongst the Orc soldiery, who rose to their positions of power through intimidation and sly underhandedness. These Captains are usually the biggest, toughest Orcs on the battlefield.

F	S	D	A	W	C	Move	M	W	F
4/5+	4	5	2	2	3	14cm/6"	2	1	1

Wargear:
Hand weapon and armour.

Options:

Shield	5 pts
Orc Bow	5 pts

NB. An Orc Captain that carries a shield adds +1 to its Defence unless the model also carries a bow.

> *'One does not simply walk into Mordor. Its Black Gates are guarded by more than just Orcs!'*
>
> BOROMIR™

Gorbag, Orc Captain (Points value: 45)

A classic example of Orc selfishness and greed, Gorbag plots to attack the Uruk-hai guards of Cirith Ungol to steal from them the precious Mithril Coat that belonged to Frodo.

F	S	D	A	W	C	Move	M	W	F
4/-	4	5	2	2	3	14cm/6"	3	1	1

Wargear:
Sword (hand weapon) and armour.

Options:

Shield	5 pts

NB. If Gorbag carries a shield, his Defence value is increased by +1 and he can use the Shielding rule.

Orc Warrior (Points value: 5)

Orcs are the foulest creatures to walk Middle-earth. They are evil-hearted monsters who rejoice in slaughter and destruction. Orcs bear little loyalty even to their own kind and will readily fight amongst themselves over the spoils of their conquests. Inept workmen, their clothing is ill-made and ragged and their armour and weaponry is crude. Yet they are numerous – untold thousands make up the armies of Saruman and Sauron and their natural cowardice makes it easy for their masters to retain control.

F	S	D	A	W	C	Move	M	W	F
3/5+	3	4	1	1	2	14cm/6"	-	-	-

Wargear:
Armour.

NB. An Orc warrior that carries a shield adds +1 to its Defence value unless the model also carries a bow. An Orc warrior equipped with a two-handed weapon cannot be given a bow or shield.

Options:

Hand weapon or two-handed weapon (choose one)	Free
Spear	1 pt
Orc bow	1 pt
Shield	1 pt

Shagrat, Uruk-hai Captain (Points value: 55)

The leader of the Uruk-hai garrison of the Tower of Cirith Ungol is as brutal and ferocious as any Uruk-hai captain. He is also fanatically loyal to his Masters, obeying every order he receives from the Dark Tower to the letter.

F	S	D	A	W	C	Move	M	W	F
5/-	4	5	2	2	4	14cm/6"	3	1	1

Wargear:
Hand weapon and armour.

Options:

Shield	5 pts

NB. If Shagrat carries a shield, his Defence value is increased by +1 and he can use the Shielding rule.

Uruk-hai Captain (Points value: 50)

The Uruk-hai Captains of Cirith Ungol are among the strongest leaders in Sauron's army. Hand-picked for their brutality and strength, they are rightfully feared by comrade and enemy alike.

F	S	D	A	W	C	Move	M	W	F
5/4+	4	5	2	2	4	14cm/6"	2	1	1

Wargear:
Hand weapon and armour.

Options:

Shield	5 pts
Orc Bow	5 pts

Cirith Ungol Uruk-hai (Points value: 10)

Originally created by Saruman the White, thousands of Uruk-hai can now be found in the service of The Dark Lord Sauron, bearing the Red Eye of Mordor.

F	S	D	A	W	C	Move	M	W	F
4/4+	4	5	1	1	3	14cm/6"	-	-	-

Wargear:
Armour.

NB. An Uruk warrior that carries a shield adds +1 to its Defence value unless the model also carries a bow. An Uruk-hai warrior equipped with a two-handed weapon cannot be given a bow or shield as well.

Options:

Hand weapon or two-handed weapon (choose one)	Free
Orc bow	1 pt
Shield	1 pt

Shields and Defence:
A warrior or Hero that carries a shield adds +1 to their Defence value unless the model also carries a bow. In addition, they benefit from the shielding special rule. A model equipped with a two-handed weapon cannot be given a bow or shield.

RECAP

Themed Armies

With these Mordor profiles you will be able to plan a themed Orc army of your own. If you are able to obtain the appropriate models, you will find that armies of Mordor play very differently from those of Moria or Isengard. The might of the Uruk-hai can brush aside even the most disciplined Good warriors, while the low points cost of the Orcs means that you will still be able to outnumber your foe.

Open War!

Turn 4

In Pack 23, both the forces of Evil and the Free Peoples were closing in for the kill. In this, the concluding part of 'Open War!', we see if Pete can hold out against overwhelming odds or if Rowland will deliver the crushing blow.

Battle Report – Part 2

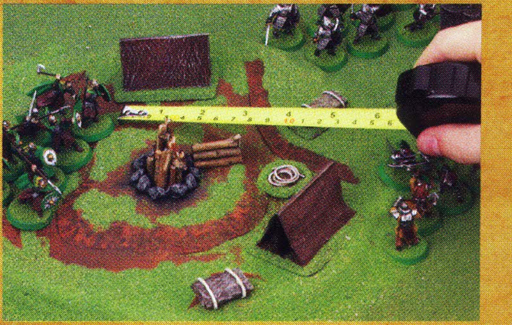
In the first part of the Battle Report, Éomer and his Riders of Rohan clashed with the Goblin archers and the Orc and Uruk-hai defensive formation. This large, swirling combat is still undecided. In the centre, a game of cat and mouse was being played out as the Free Peoples moved cautiously forward, hoping their archers would thin the enemy line.

Key

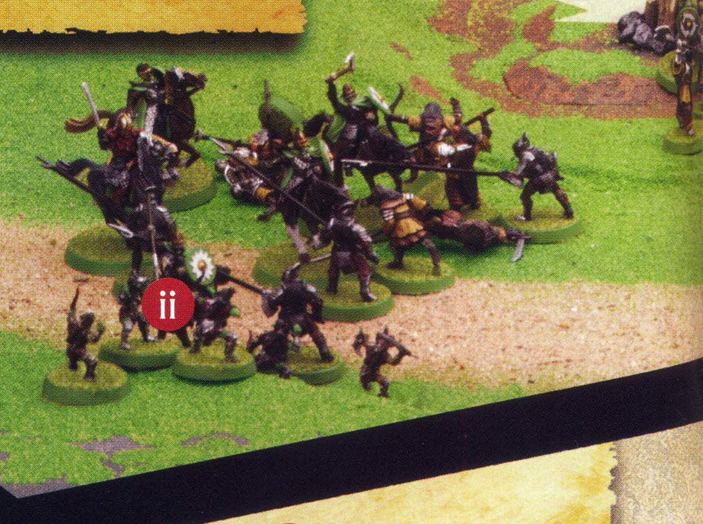
→ Good side moves

→ Evil side moves

Pre-measuring



T *Pete* – 'I wanted to engage the front line of Goblins with my Warriors of Rohan, to prevent them moving. I decided to pre-measure the distance to the closest Goblin and found it was the only one within charge range. I had wanted to throw a spear at the Goblin, but decided against this, because if it died, there would be no other model within range for me to charge.'

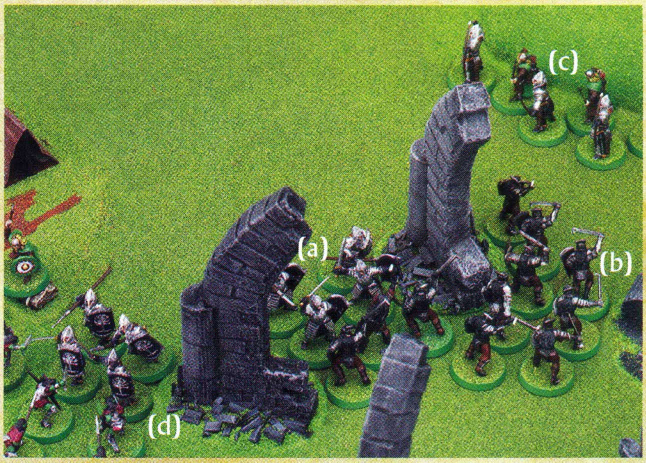


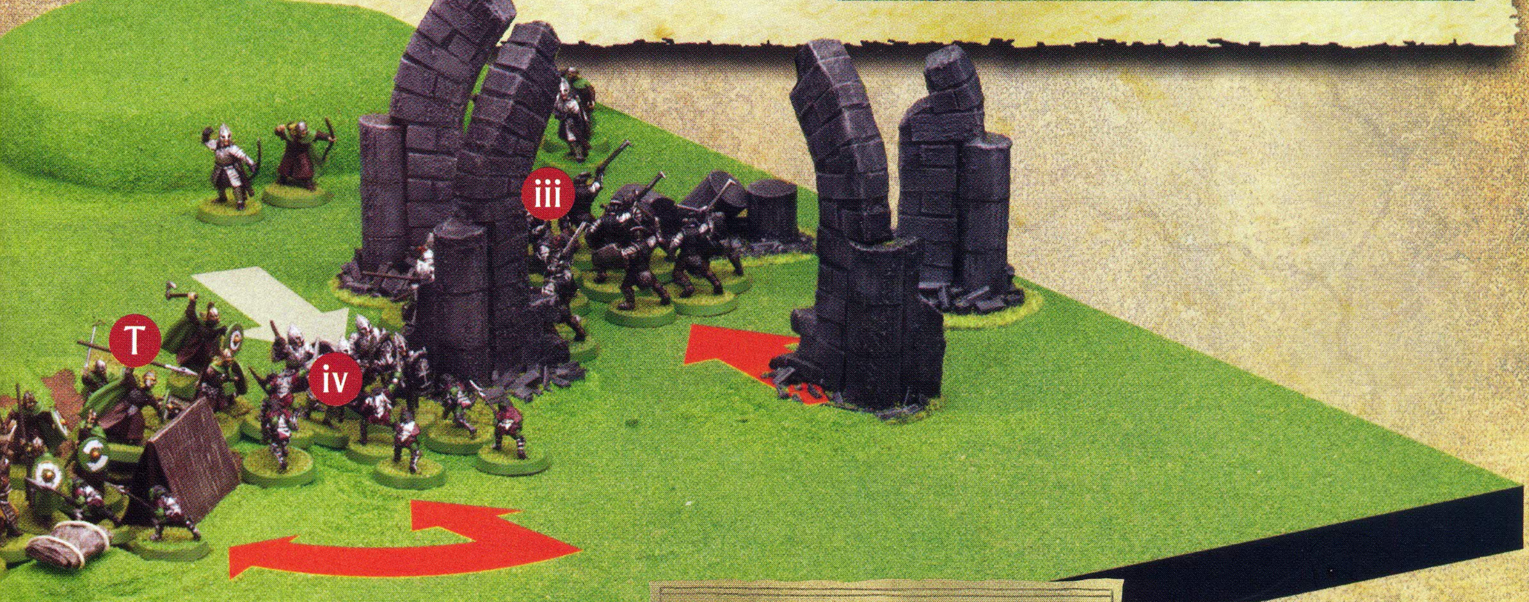
Swarm of Evil

ii Losing out on the Priority roll, Rowland called a Heroic Move with his Goblin Captain. Pete reacted by doing the same with Éomer, but the Goblin Captain won the roll off. This allowed the forces of Evil to regroup on the flank. A single Uruk pikeman charged Éomer and wounded him, while the rest of the Goblins, Orcs and Uruks surrounded the beleaguered Rohirrim, each side taking two casualties.

Hold the Line!

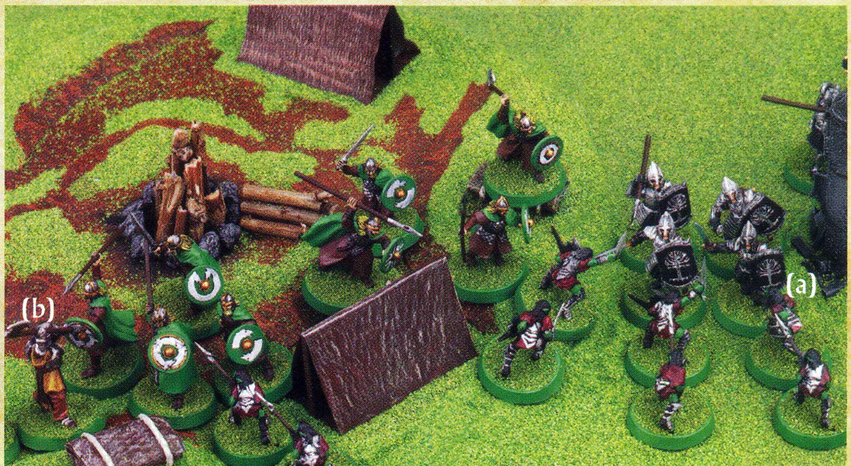
iii In the centre, Pete used the ruins to great effect, making them part of his battle-line by placing just two Warriors of Minas Tirith, supported by two more with spears, to hold a gap between the pillars (a). Only two Uruk-hai and their Captain could manage to fight them. The Uruk Captain convincingly slew one poor Warrior of Minas Tirith, rolling two 6s to wound! The rest of the Uruks were forced to move to the rear of the ruins, hoping to get into combat next turn (b). The archers facing them (c) moved back, picking off an Uruk with a well-placed shot. Meanwhile the Warriors of Minas Tirith and Rohan ganged up on the weakest target – the Goblins (d).





Stiff Resistance

iv The lowly Goblins faced the full fury of the Free Peoples. The Captain of Gondor (a) called a Heroic Combat, putting the Goblin in front of him to the sword. However, the Captain lost his momentum in the next combat and was beaten by a Goblin spearman. The Warriors of Minas Tirith next to the Captain killed another Goblin, but the rest of the Goblins fought off their attackers and, with the help of an Orc with a two-handed weapon (b), even managed to kill a Warrior of Rohan!



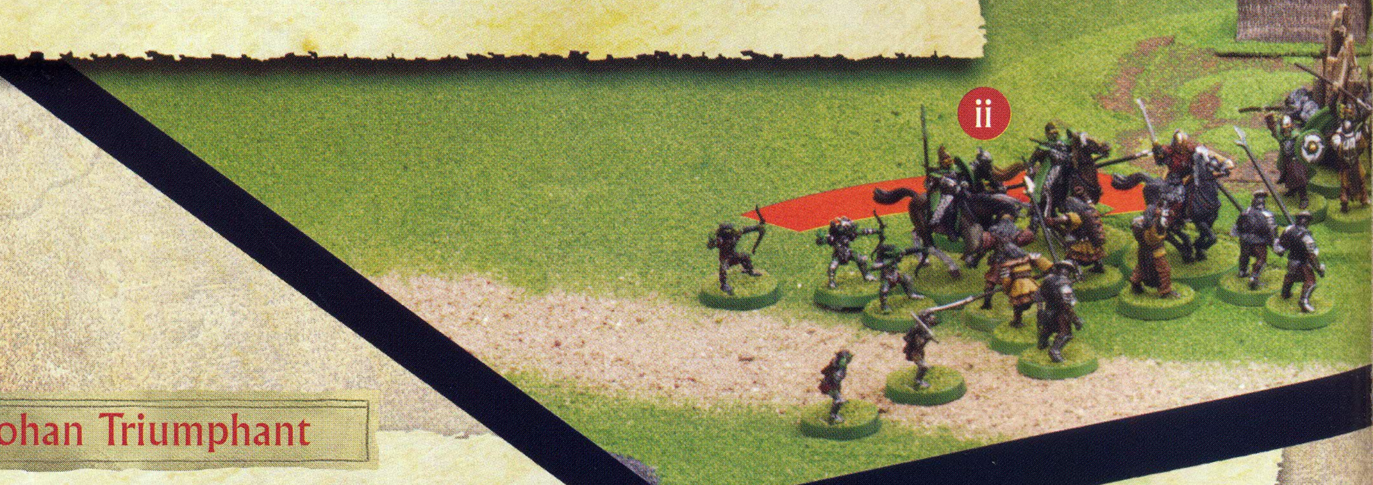
The Tide Turns

Turn 5

Winning priority again on Turn 5, Pete tried to press home his advantage. So far there were more dead Evil models than Good ones, and Pete wanted to keep it that way.

A Crucial Priority

i Losing Priority for the third time in a row, Rowland was desperate to get the Uruk-hai around the ruins and into the fray on his own terms. The Uruk Captain called a Heroic Move and the Captain of Gondor responded by declaring one as well. Rowland won the roll off and sent his Uruk Captain crashing into the Warriors of Minas Tirith, killing one, while another was overwhelmed by two Uruk-hai warriors!

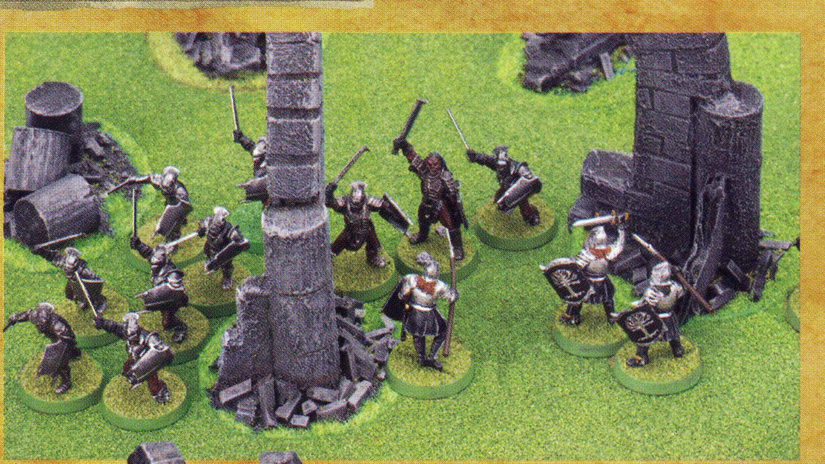


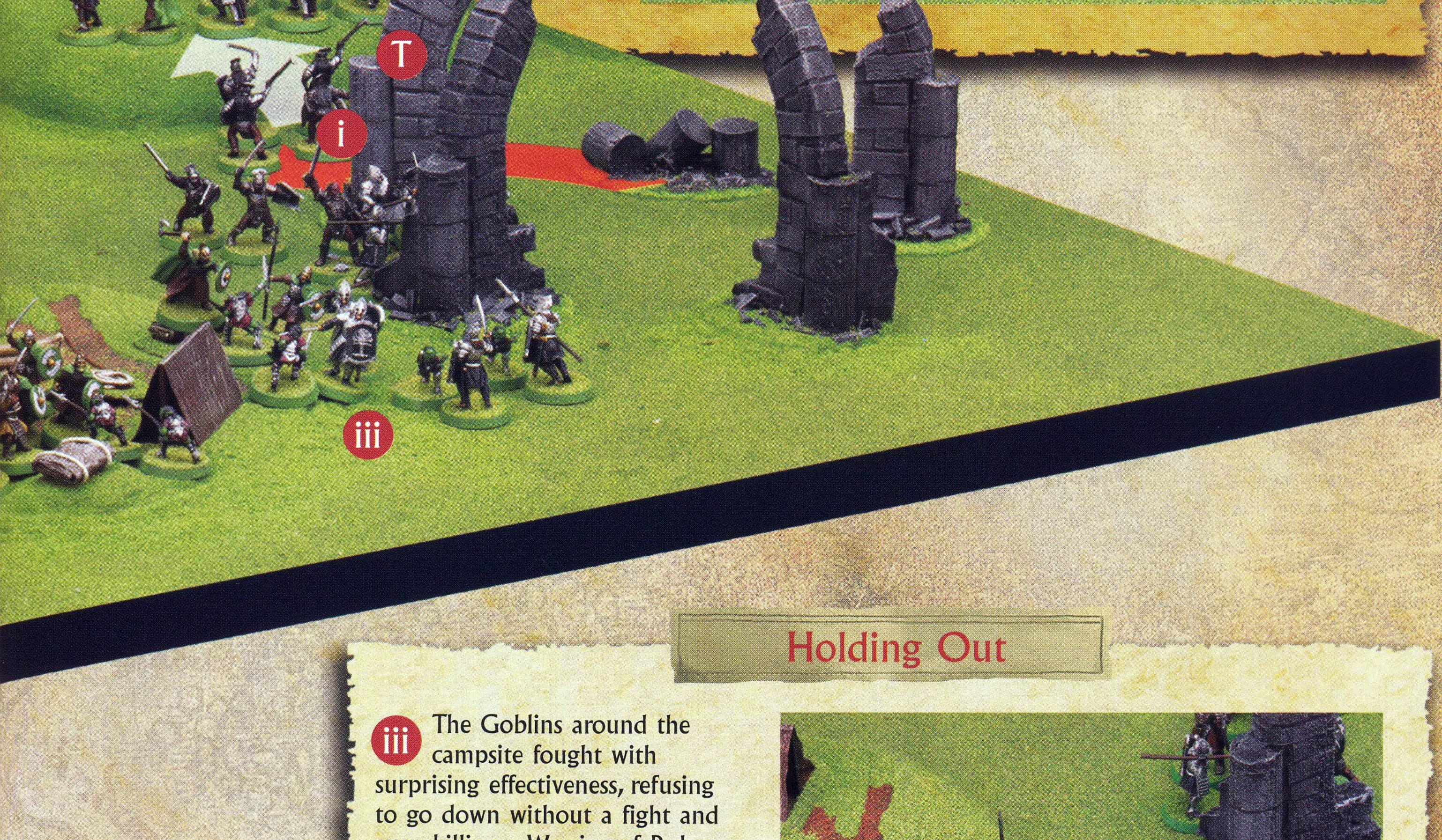
Rohan Triumphant

ii Engaging as many enemy models as possible, Éomer and the Rohirrim made it difficult for the Evil side to redeploy from the flank to the centre (a). The forces of Evil swarmed around the Riders of Rohan, but to no avail, as they were beaten down – two Uruk pikemen, an Orc Spearman and a Goblin archer were killed (b).

Ruins in the Way

T *Rowland* – 'Even though I had won the roll off for the Heroic Move, I still couldn't bring all the Uruks into the fight against the Warriors of Minas Tirith. This was because the ruins were blocking line of sight to them (remember, you need to see your opponent at the beginning of the Move phase to charge). Pete was using this terrain masterfully to hold off a much larger force.'

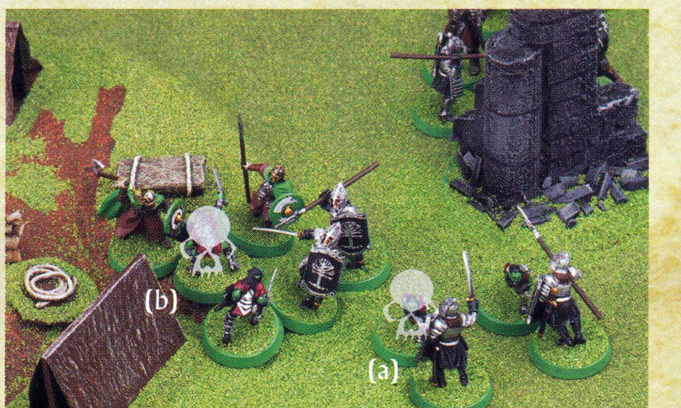




Holding Out

iii The Goblins around the campsite fought with surprising effectiveness, refusing to go down without a fight and even killing a Warrior of Rohan in the process! In return, the Captain of Gondor slew a Goblin spearman (a), and the Rohirrim only managed to kill a single Goblin swordsman (b).

Without the Uruk-hai to support the Goblins, the forces of Good were gaining a strong advantage in the centre of the battlefield.



A Desperate Battle

Turn 6

The Evil side was now only two models from losing. However, in the centre, the Uruk-hai were in position to charge in and even things up. The Evil side would have to kill seven Good models this turn to draw the game, a hard task but not impossible.

A Good Start!

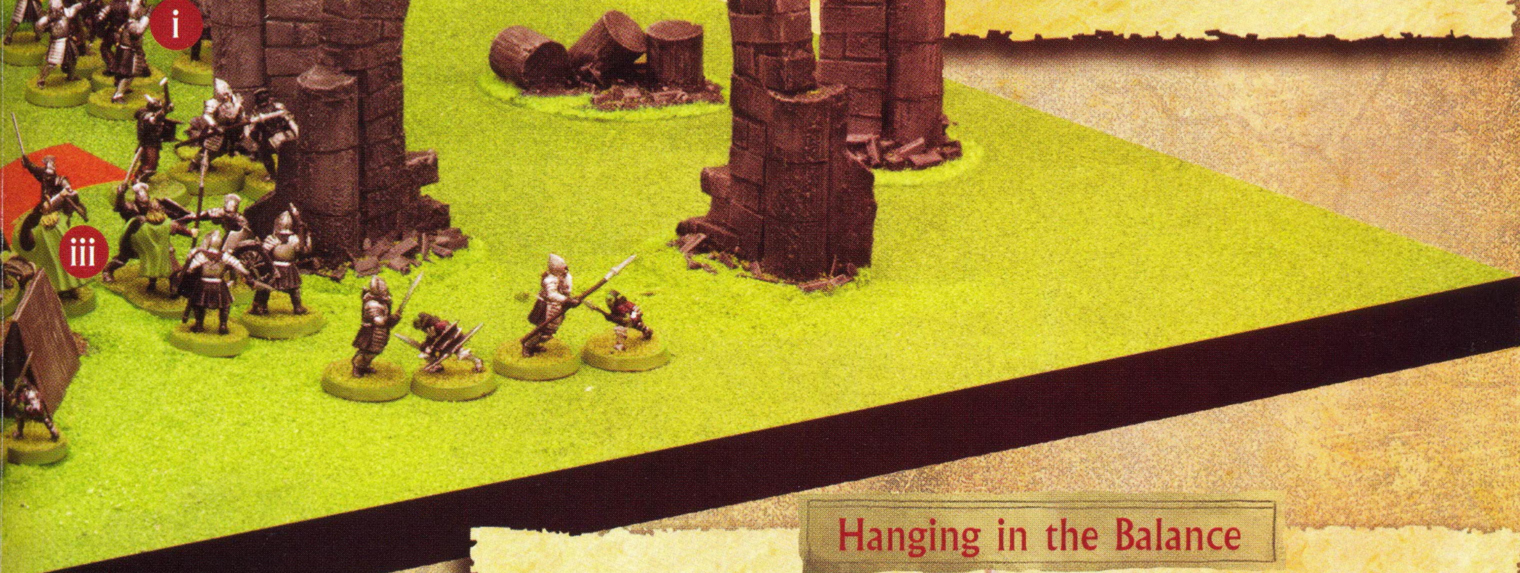
i The Good side got off to a great start, winning priority for the fourth time in a row! The sound of sword clashing sword was everywhere, as every single model on the board was in combat. Surely all was lost for the Evil side, as now only two more models needed to be killed for the Good side to win!

Rohirrim Dragged Down!

ii Leading the remnants of his Goblins, the Goblin Captain charged in against the Rohirrim cavalry, to help out the Goblin and two Orcs that had been knocked to the ground. Together they overpowered the last two Riders of Rohan and the forces of Evil finally secured the flank.

Revenge!

iii Using his final point of Might, the Uruk-hai Captain declared a Heroic Move, charging the Warriors of Rohan and Minas Tirith who had been setting about the Goblins. The Uruk-hai had finally joined the fray around the campsite, eager for Man-flesh and two Warriors of Rohan were slain. Although the remaining Goblins were outnumbered by superior troops, only one fell, to the Captain of Gondor.



Hanging in the Balance

iv Everything hung in the balance as Éomer crashed into an Uruk-hai pikeman. Éomer won the combat and cut the Uruk down, winning the game. Pete breathed a huge sigh of relief, because the Evil side had needed to kill only three more models to pull off a draw!

Conclusions

With the battle finally over, we take stock of how it all went for the two players. At the end of a game it is useful to consider why you won or lost, work out which were your best moves, identify your mistakes and, of course, celebrate if you were the victor!

THE FORCES OF GOOD

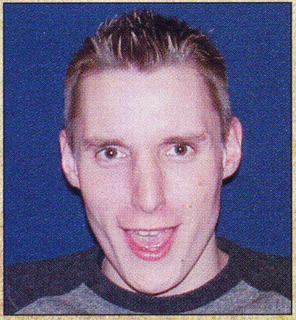
Pete – 'Good prevails over evil, but only just! This was an incredible struggle, fought right to the bitter end. As the battle began, I realised the positioning of my archers was flawed. Against Uruks, they were never going to inflict more than a scratch. I soon focused their attention on the weaker Goblins, with some success. On the other side of the battle I fared no better, losing two of my Riders of Rohan to Goblin arrows! My initial plan of controlling the shooting phase was in tatters.'

Defend the Ruins

'With the Uruk-Hai advancing ever closer, I committed some of my Warriors of Minas Tirith to holding the line, using the ruins as cover. This gave me a limited time to inflict as much damage as possible to the Goblins, using my remaining Warriors of Minas Tirith and my Warriors of Rohan. The gamble paid off, but it was too close for my liking. The Goblins put up a frustratingly good fight against overwhelming numbers, allowing the Uruks to cut through my defences. But with my Captain of Gondor leading the charge, my forces eventually controlled the centre of the battlefield.'

Éomer, the Horse Lord

'My army's leader really showed his quality today. In Turn 3, Éomer changed the course of the battle with a Heroic Combat that saved the life of a fellow Rider and sent Orcs and Goblins crashing into the dirt. From this point on, Éomer and his Riders remained locked in a furious combat against more than three times their number. Losing all his fellow Riders and nearly slain himself, Éomer cut down a lone Uruk at the game's climax to bring an end to a bloody battle and claim victory for the Free Peoples of Middle-earth.'



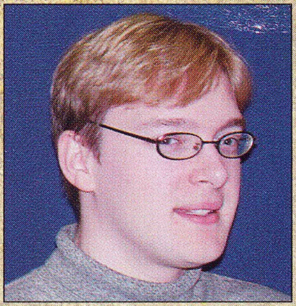
➤ THE GOOD SIDE
Pete Borlace was victorious playing the Good side.

➤ TACTICAL POSITIONING
The Warriors of Minas Tirith dart behind cover to force the Uruk-hai to attack a few at a time.

➤ 'FORTH, EORLINGAS!'
Éomer bravely led his Riders of Rohan to win the day.

THE FORCES OF EVIL

Rowland – 'Pete played a great game, using the terrain to great effect against me. Although I lost out on Priority for Turns 3 to 6, I won every Heroic Move roll off and so still got to move my troops where I wanted in crucial areas. I feel that I made some poor choices at key moments of the game, and Pete made me pay for these. Éomer was a constant thorn in my side. However, my defensive formation of Orcs and Uruk-hai held out well against the Rohirrim cavalry, finally slaying them all. It had taken too long though, as I really needed them to reinforce my Goblins in the centre.'



THE EVIL SIDE
Rowland Cox controlled the Evil forces in the 'Open War!' Battle Game.

URUK-HAI CAPTAIN
The ferocious Uruk-hai leader was the mightiest warrior in the Evil force.

Poor Choices

'Where I lost the battle was in the centre, around the campsite and the ruins. By sending my Uruks into the ruins I thought I would control the centre. I was wrong. Pete skilfully used the ruins against me, blocking my movement and line of sight. A handful of Warriors of Minas Tirith held up ten Uruk-hai and their Captain. With hindsight, the Uruks should have skirted around the ruins, decisively deploying against the Warriors of Minas Tirith. In Turn 3, when Éomer charged in against my defensive formation on the flank, I made things more difficult for myself as well. I withdrew the Goblins and their Captain from the combat, trying to save them for later in the game. If I had charged them in against Éomer, and swamped him, he would never have been able to kill them all, thus preventing his Heroic Combat. In a close game it is your mistakes that cost you victory.'

Mighty Uruk!

'There was one model who never let me down though, my Uruk-hai Captain. Winning every crucial Heroic Move roll off and slaying a model in every Fight phase he fought in, this Uruk was easily my man of the match! Heroes are useful not only because they are mighty adversaries in combat, or powerful magic users, but often because they allow you to take the initiative back from your opponent with their ability to call Heroic Actions. However, my Captain couldn't do quite enough to claw back a draw for the Evil force.'

Alternative Approaches

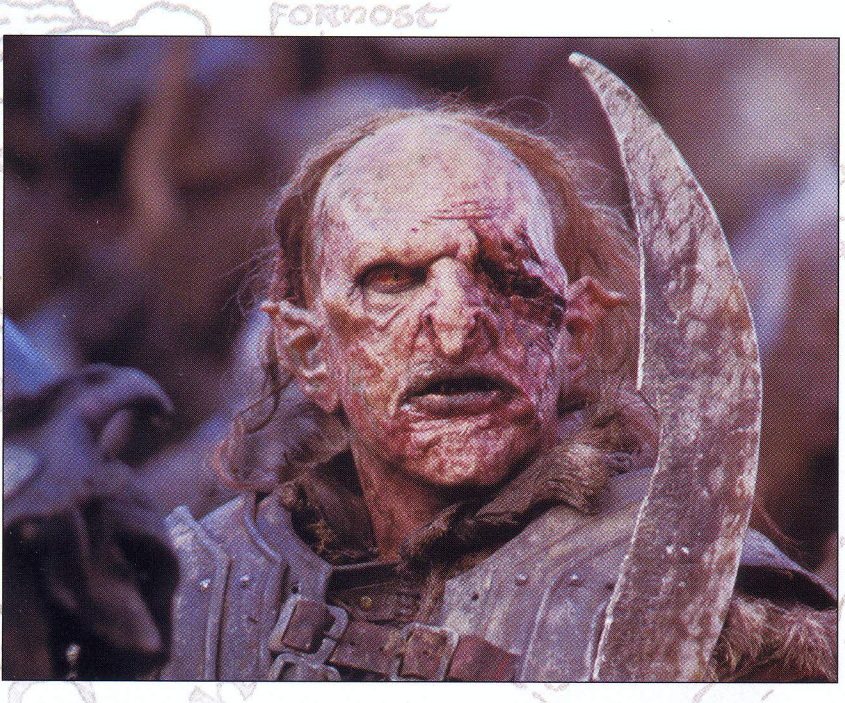
Reusing the Scenario

The 'Open War!' scenario is incredibly versatile and you can adapt it to suit your own needs, depending on your model collection. Why not try choosing forces to a smaller or larger points value? As long as you have enough miniatures, you can have any size game this way. Several players could team up and combine their collections, allowing even more scope. Finally, don't forget that theming your forces is great fun. Why not use this scenario to represent other famous battles such as the Last Alliance of Men and Elves against the forces of Mordor.

THE LAST ALLIANCE
Elrond leads his Elves against the Orcs of Mordor.

Mordor Orcs™

The Orcs of Mordor are a motley, rag–tag army, but no less deadly for it. In this Painting Workshop, we take you through techniques to achieve a distinctive finish on your new Mordor Orc models, including their varied skin tones and rusted weapons.



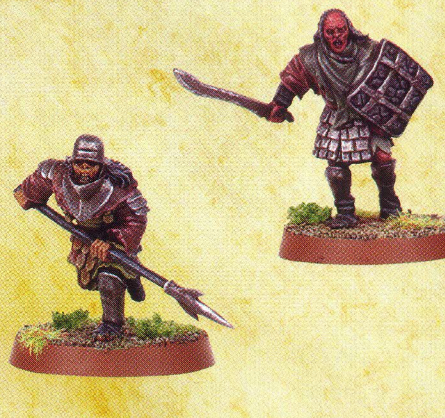
Mordor Orcs have a dishevelled, disorganized appearance that provides a challenge for the painter. You need to paint the models consistently enough that they look as if they belong together, but if you make them too alike, they could look rather dull! The trick to painting the various earthy tones of their clothing is to select two or three quite different brown colours to use on all the models and vary the darkness and lightness of those colours in order to create shading and highlights. By doing this you will find that, rather than looking bland or rag-tag, your Orcs will look like a distinctive and coherent group.

◄ FORCES OF MORDOR
Mordor Orcs are a rag–tag bunch, with no set uniform or even flesh colour.

PAINTING ESSENTIALS

YOU WILL NEED

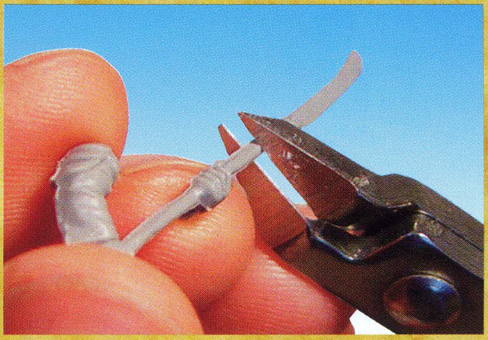
CHAOS BLACK
BOLTGUN METAL
BROWN INK
BLACK INK
TIN BITZ
MITHRIL SILVER
SCORCHED BROWN
FORTRESS GREY
BAD MOON YELLOW
DARK FLESH
BUBONIC BROWN
CHESTNUT INK
SNAKEBITE LEATHER
BESTIAL BROWN
CODEX GREY
SKULL WHITE
BLEACHED BONE
GOBLIN GREEN



▲ *The plastic Mordor Orc sprue is a multi–part kit, with a wide variety of poses available. Try fitting the different parts together before gluing them, to see which combinations of arms and bodies you prefer. Then assemble and undercoat them in the usual way.*

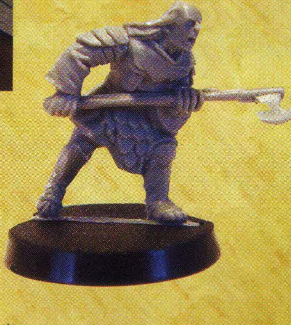
Converting Your Models

As discussed in Pack 22's Painting Workshop, it is quite an easy task to swap components around on plastic models to make unique miniatures of your own. The Orcs often carry whatever weapons and armour they can pillage on the battlefield, so it is even possible to add parts from other types of models such as Moria Goblins. This will give your Mordor Orcs a really dishevelled look.



Use a pair of sharp clippers to remove components ready for converting.

If you have a friend who also collects *Battle Games in Middle–earth*, why not swap the components that you want with theirs? For example, if you wanted to convert an Orc spearman into an Orc with an axe, then simply clip off the end of the spear and trade it with your friend for an axe-head. They can then use your component to transform their axe-wielding Orc into an extra spearman. If you both keep bits boxes for miniatures and components, you will find that trading pieces like this can really add to your model collection.

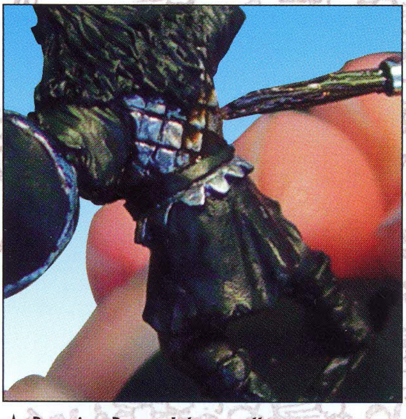


A converted Orc model.

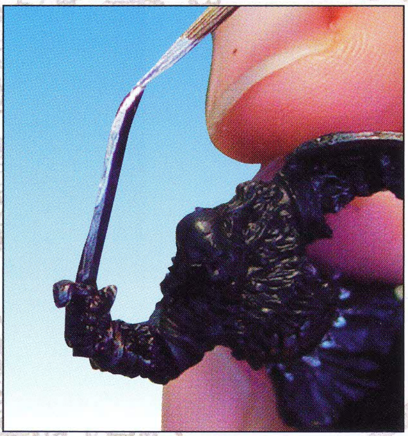
Painting Your Miniature

1 The Armour and Weapons

All of the metallic areas are first painted Boltgun Metal, using the black lining technique where possible to separate the distinct areas of metal. To mute the colour a little and provide shading, mix up a wash of Brown and Black inks. Try adding a little Tin Bitz to the mix and apply the wash over all the metal areas. This will not only provide deep shading but will also stain the Boltgun Metal a rusty colour. To highlight the metal, use Mithril Silver to apply a fine silver edge.



By using Brown Ink as well as Black, you will create an rusty, weather–worn look to the metal.

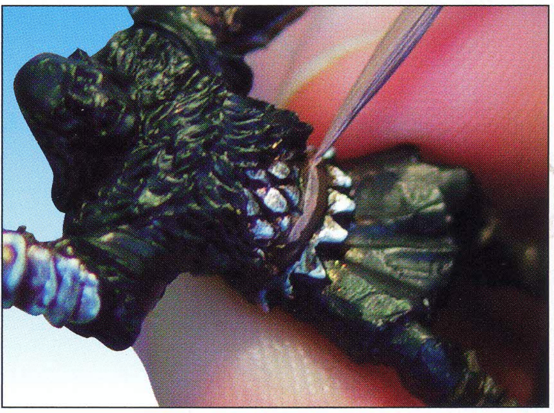


The silver edging technique makes the weapons look sharp and threatening.

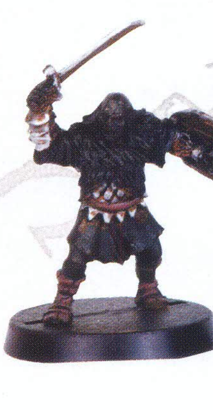
2 Painting the Leather

Paint all the straps, boots, gloves and bits of leather armour with Scorched Brown. Use the black lining technique where appropriate to distinguish between any overlapping bits of leather. Once this is dry, mix a light brown colour using Fortress Grey and Scorched Brown. Apply this mix to the very edges of the leather areas as a highlight.

NB. Some of the Orc models wear flat breastplates or carry flat-backed shields, which can be painted as either leather or metal. It is entirely up to you which you think looks best on each model. We used a mix of both to add variety to the models.



Use a fine detail brush to paint thin highlights like these.

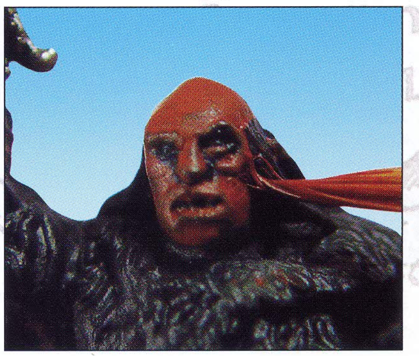


Your Mordor Orc at the end of Step 2, with his armour, weapons and leather painted.

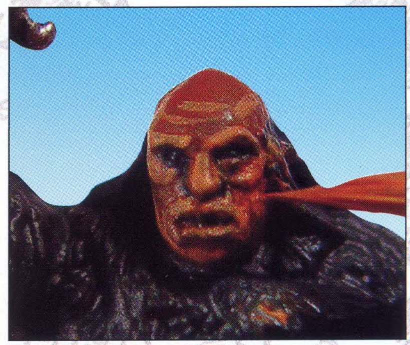
3 Orc Skin

One of the distinguishing features of the Orc race is that they have no set colour for their skin, hair and eyes. To make all your models look unified on the battlefield, it is advisable to paint them with similar, but not necessarily identical, skin tones. We chose to base the skin tones of our Orcs on a red-brown colour, but take a look at the box below to see which palette you like the best.

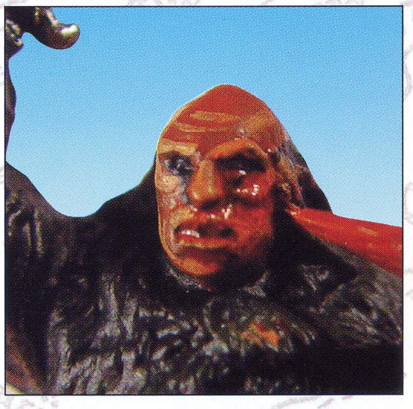
To achieve a red-brown flesh tone, first paint all the exposed areas of skin with Dark Flesh. Mix some Bubonic Brown into the Dark Flesh to achieve a highlight colour and use it to pick out the brow, nose, cheekbones and raised muscles. You may wish to add even lighter highlights to the face. To do this, simply add some more Bubonic Brown to the mix. To finish off the skin, apply a thin wash of Chestnut ink. Inks not only provide shading but they also partially stain the raised surfaces of the model. By applying ink washes after the highlights, you can exploit this quality of inks to enrich the colours.



➤ When painting the face, try to avoid painting over the eyes and mouth.



➤ Highlights are applied to the raised parts of the face, like the brow, cheeks and nose.

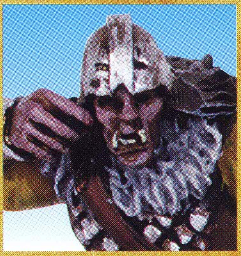


➤ Allow the ink to cover the whole face – it will look fine once it is dry.

▲ Your Mordor Orc with his skin painted.

ORC SKIN TONES

Instead of using the colours described above, you can try out these alternative colour palettes on your miniatures. The techniques are essentially the same – only the paints themselves vary. These are just a few of the skin colours that can be seen in an Orc army. Experiment to see which you prefer.



SCORCHED BROWN

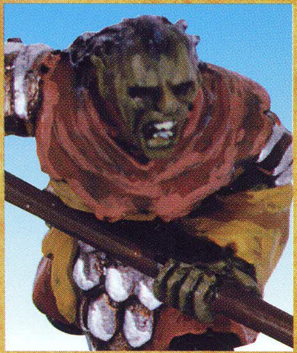
CODEX GREY

FORTRESS GREY

BLACK INK

BROWN INK

➤ This careful mix of brown and grey gives the Orc an ashen complexion.



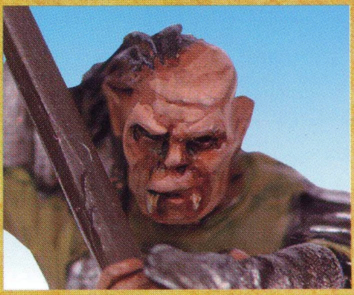
CATACHAN GREEN

BLEACHED BONE

BROWN INK

DARK GREEN INK

➤ This dark green colour was achieved by washing with green and brown inks.



BESTIAL BROWN

DWARF FLESH

FLESH INK

▲ This Orc's skin is closer to a human coloration, but a much darker complexion.

4 Clothing

To paint these areas, use Snakebite Leather. Apply at least two coats to get an even finish. Highlight all the outer folds of the cloth with a mix of Snakebite Leather and Bubonic Brown. Use the black lining technique to leave a thin line of black undercoat showing between the layers of cloth, to add more definition.

NB. Some of the Orc models have different layers of clothing, and they will look better if you make the layers stand out from each other. Try using the light brown detailed above for the outer layers of clothing and a darker brown for the inner. The darker brown is achieved by first painting the areas with Bestial Brown. Carefully highlight the cloth with a mix of Bestial Brown and Fortress Grey.

➤ You may need several coats of Snakebite Leather to achieve an even finish.

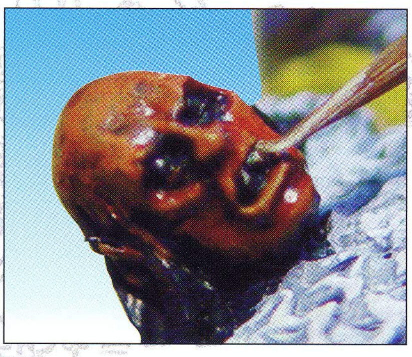
◄ A pale, creamy brown highlight is applied to the clothing.

5 Areas of Fur

Because there are already several shades of brown present, it is a good idea to paint them in a contrasting colour. We chose to paint them with Codex Grey. When this was dry, the furs were carefully dry-brushed with a mix of Fortress Grey and Skull White.

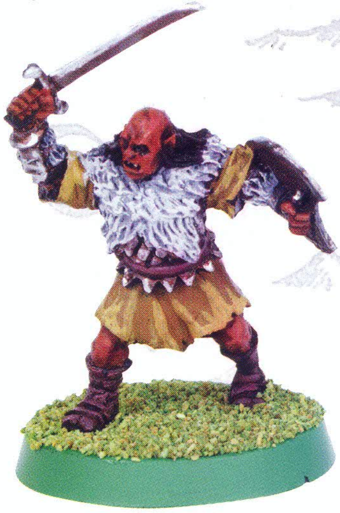
➤ By painting the furs grey instead of brown, you can create more definition between the different areas of the model.

➤ An off-white colour such as Bleached Bone works well for teeth.



6 Finishing Touches

Now that all the main areas are painted, it is time to paint in the details – which vary on the different Mordor Orc models. Some models have visible hair, which can be painted black. This can be lightly dry-brushed with Codex Grey if you wish. Any bows, spear shafts and wooden parts of shields can be painted Scorched Brown. Mix a liberal quantity of Bad Moon Yellow with Scorched Brown to make the highlight colour. Finally, use a fine brush and dot in all the teeth and tusks with Bleached Bone paint. To finish each Orc, paint the base Goblin Green and flock it in the usual way.



➤ Your finished Orc, ready to cut down the enemies of Sauron.

Alternative Approaches

Basing Techniques

As discussed in Pack 22's Painting Workshop, there are lots of different techniques you can use when basing your models. If you want to collect a themed Mordor army, you might like to base them all the same way. The black basing technique that was used for the Moria army in Pack 22 perfectly represents the desolate, volcanic landscape of Mordor.

The Bits Box

Since you began the scenery projects in Modelling Workshop, there is a good chance you have accumulated lots of useful odds and ends for use on future terrain pieces. Here we show you how to collect your materials together in a bits box.

Most hobbyists tend to collect interesting bits and pieces that may come in handy when building scenery. For some, this becomes a massive undertaking, where they enthusiastically horde every component they get their hands on. Most, however, make up a bits box, which is used to store the most useful items. As your knowledge of modelling grows, your bits box will become more and more invaluable. You will find that there is always something useful to be found in the box, which is just perfect for adding a small detail to your latest model. Here we take a look at how to put together a bits box of your own, from the types of box to use, to the kinds of materials that are most worth keeping.

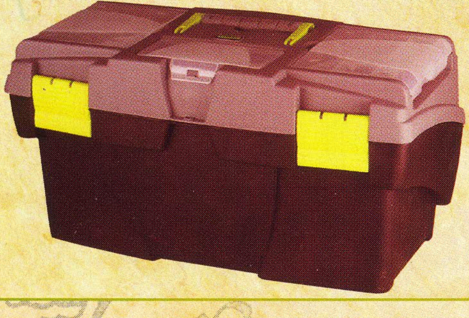
◄ HOUSEHOLD ITEMS
Without a bits box to keep them in, household items quickly accumulate and become messy.

YOU WILL NEED

A TOOLBOX OR OTHER SUITABLE CONTAINER

POTENTIAL MODELLING MATERIALS

SPARE COMPONENTS FROM MINIATURES AND MODEL KITS



◄ THE BITS BOX
A sturdy toolbox makes a very useful bits box.

Containers

The types of container that are suitable for bits boxes are many and varied. You will need something quite substantial to hold larger pieces for modelling projects, while small compartments are very useful so that you don't lose those vital bits of miniatures. Many hobbyists simply use cardboard boxes, with small plastic bags to keep their tinier components safe. However, large toolboxes like this one are ideal and are available from all good DIY stores. By organizing your materials and components, you will not only keep track of them better but also keep your workspace tidy and clutter-free.

Selecting Materials

When putting together a bits box for the first time, it is hard to be selective in your choice of materials. Most gamers tend to hoard interesting bits of packaging, wire, mechanical components and pieces of miniatures without any real thought as to what they'll be used for. It is altogether too easy to save everything, regardless of whether it will be used or not. When faced with this choice, simply try to think of a practical application for the item before deciding whether or not to keep it. If you can't think of a possible use for it within a modelling project, don't keep it. Follow this rule of thumb and you will start collecting useful materials rather than hoarding useless items.

Alternative Approaches

The Miniatures Bits Box

Although this article is about a bits box for your scenery projects, it is worth considering making another box for miniature components. As discussed in Pack 22's Painting Workshop, you will need leftover parts of models for creating conversions. Many gamers find an occasional use for bits of miniatures when building terrain, so you will probably discover that the two boxes are interchangeable.

RECAP

Adding Details

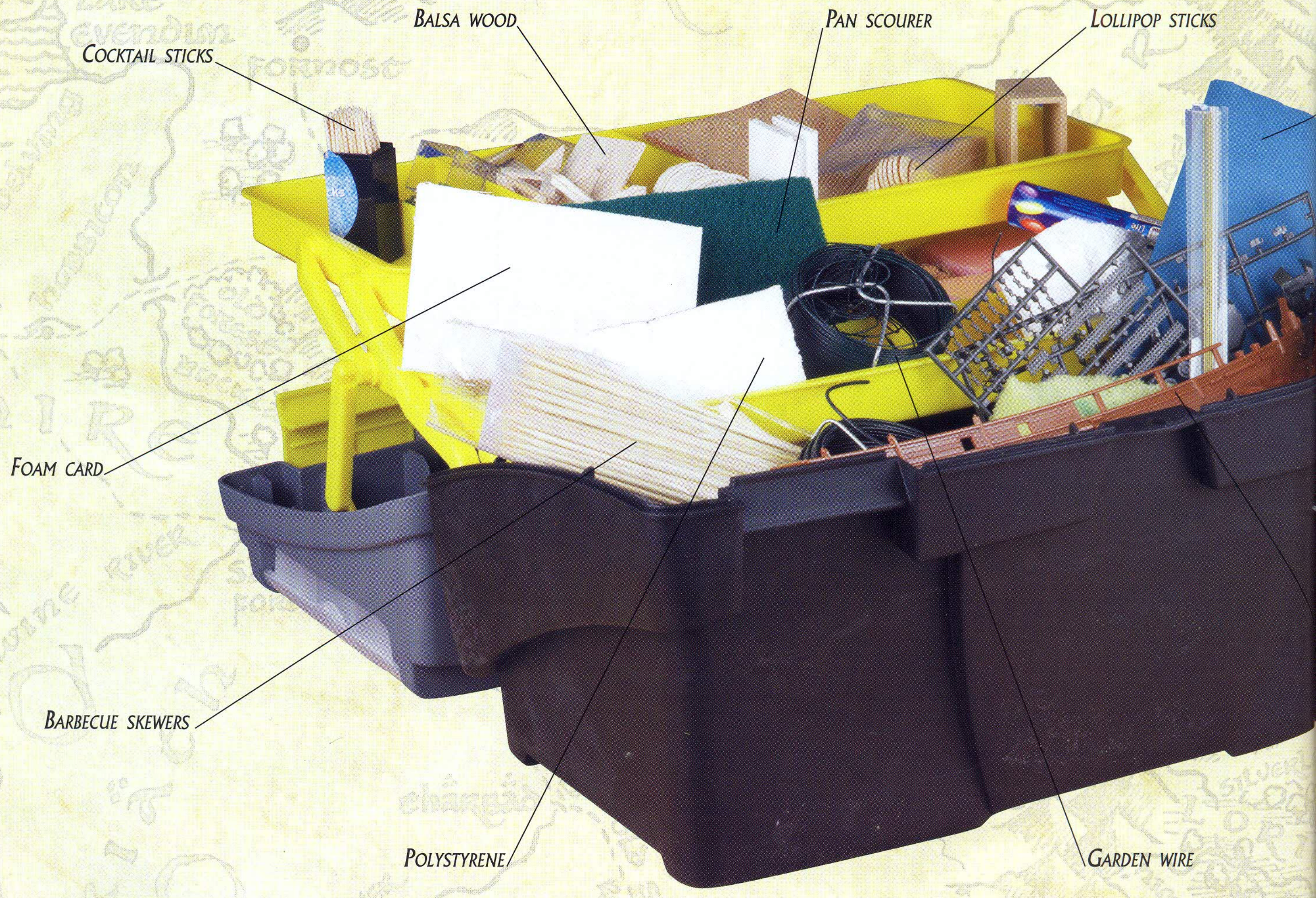
In Pack 13's Modelling Workshop, we looked at various ways to add scenic details to your terrain pieces. Once you have a well-stocked bits box, this becomes a much easier task. Your box may contain off-cuts of card and balsa wood, brush bristles and sprue rubble. From these simple techniques you can go on to add other details. For example, if your box contains leftover parts from plastic models, you may decide to stick shields or weapons discarded in battle to your model. Any small, interesting item is potentially useful as a scenic detail.

◄ MINIATURES BOX
Components from your miniatures can be stored separately in a smaller bits box.

► MAKING SCENERY
The components from your bits box will be used in future Modelling Workshops.

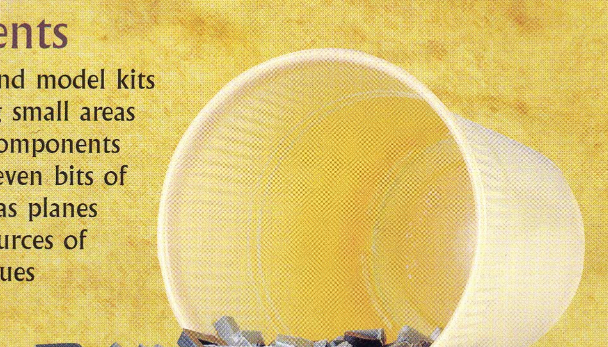
In the Box

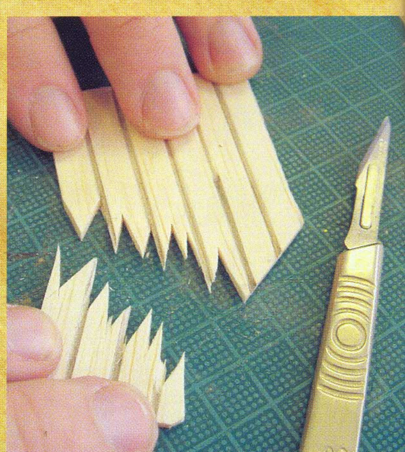
This bits box is a large toolbox, available from most DIY stores. Notice how the box is made up of lots of useful small compartments, as well as one container for the bigger components and materials you may want to store.

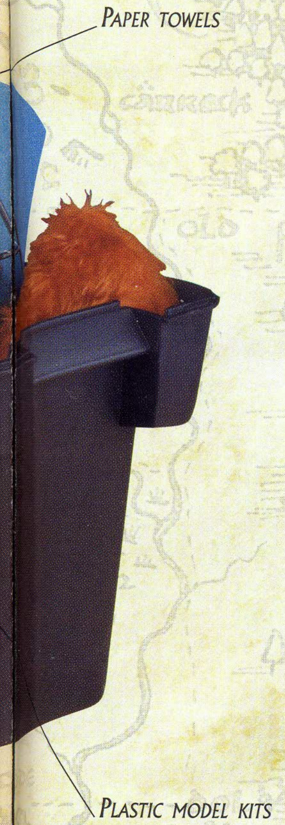

Balsa wood
Pan scourer
Lollipop sticks
Cocktail sticks
Foam card
Barbecue skewers
Polystyrene
Garden wire

Plastic Components

Pieces of plastic miniatures and model kits are always useful for creating small areas of fine detail. Any leftover components from your plastic sprues or even bits of commercial model kits such as planes and ships can all be good sources of bits for your terrain. The sprues themselves can be kept, too, as they can be used to make sprue rubble as described in Pack 6's Modelling Workshop.

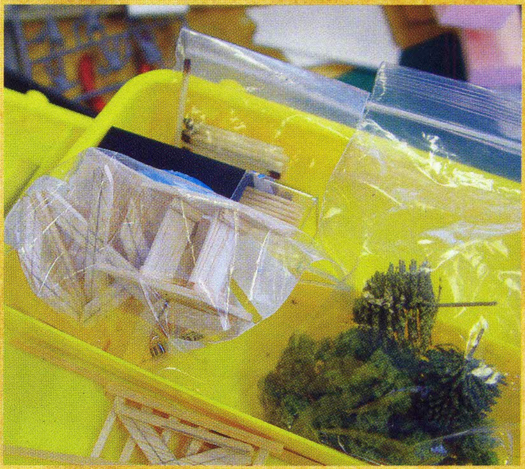






A Typical Bits Box

This box is a large container filled with useful bits and pieces. Not only are there all the usual materials for scenery, such as foam card and balsa wood, but also lots of components for detailing scenery pieces, such as parts of plastic kits, interestingly shaped bits of plastic, jewellery chain and wire. Notice how any particularly small pieces have been kept separate so that they are easier to find.



Household Objects

It is often surprising how many useful materials can be found around the home. Particularly useful items include cardboard tubes from kitchen and toilet rolls to make pillars or small towers, plastic bottle tops for wells or platforms, drinking straws for chimney pots and paper towels for tents and bedrolls. Remember to sift through the materials you have to hand, because you don't want to keep lots of household junk. Try to retain only the items that will be useful.

Balsa Wood and Foam Card

Small off-cuts of balsa wood can be very useful in modelling projects. Pieces this size can be used for making crates as in Pack 13's Modelling Workshop or splintered pieces of wood like the door of Balin's Tomb in Pack 21.

Foam card is not as useful in small quantities as balsa wood, but sometimes it is handy to have some small pieces to save cutting into a fresh sheet. For example, small rectangles of foam card were used to create the alcoves and steps of Balin's Tomb.

Maintaining the Bits Box

Once you have started your bits box, try to keep it as practical a resource as possible. Keep an eye out for useful components, but don't overdo it. A box that is overflowing with things that may never be needed is inefficient and hard to use. Be selective when sorting through potential materials and always be on the lookout for opportunities to add components from your collection to your future modelling projects.

Next Pack...

In Pack 25's Modelling Workshop, you will learn how to make the sprawling sewers beneath Osgiliath, using the materials from your new bits box.

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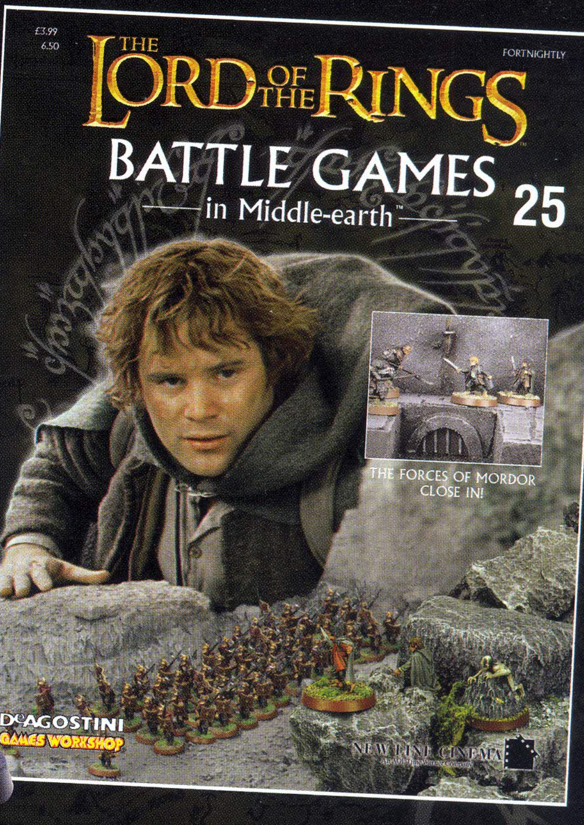
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